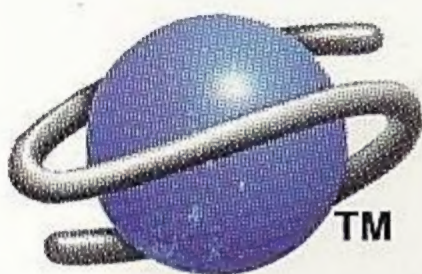


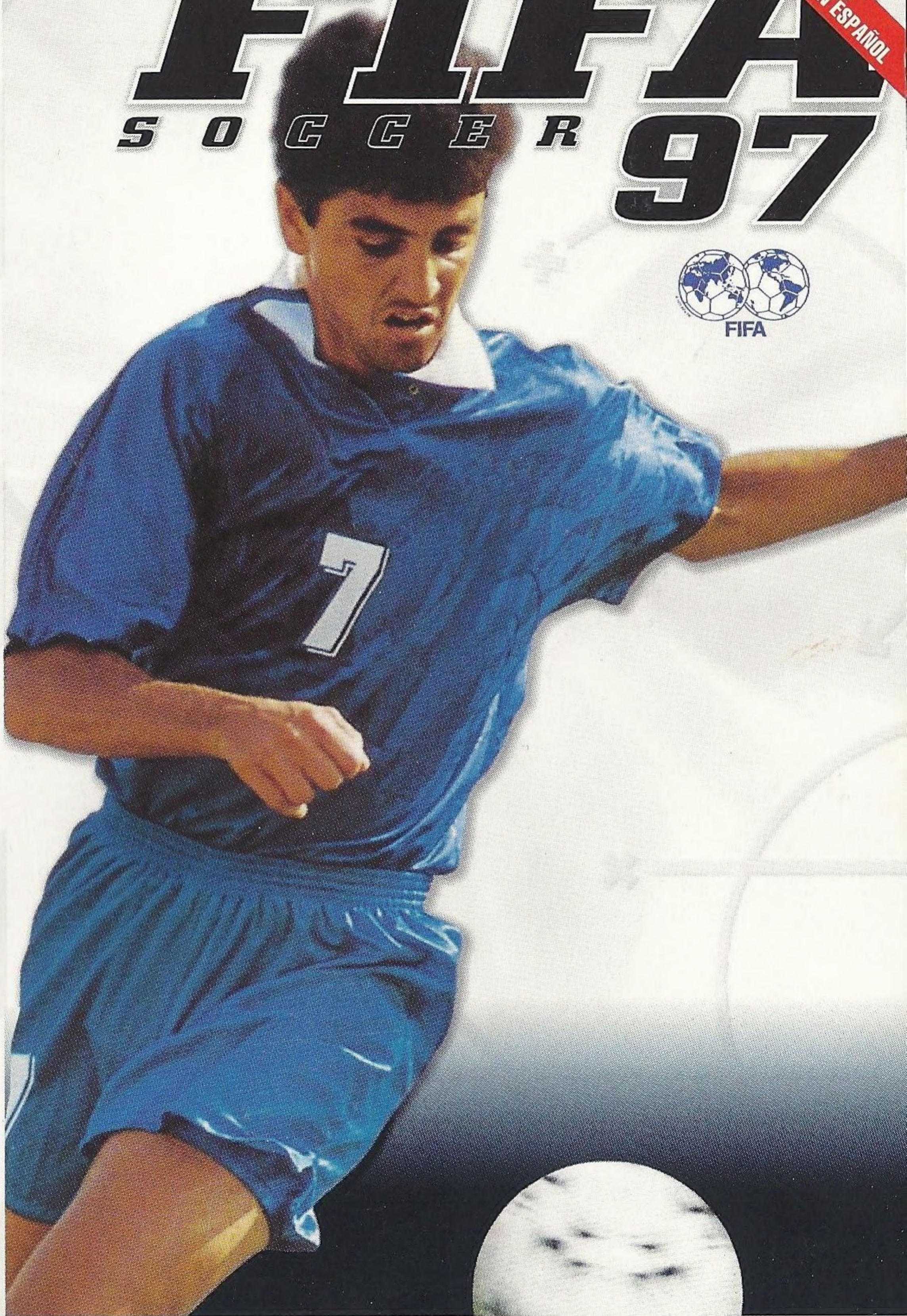
SEGA™



SEGA SATURN™

FIFA SOCCER 97

SOFTWARE Y
INSTRUCCIONES EN ESPAÑOL



EA
SPORTS™



T-5017H

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA SATURN™ SYSTEM

Warning: Read Before Using Your SEGA Video Game System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

Handling Your Compact Disc

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Contents

STARTING THE GAME	2
CONTROL SUMMARY	2
Menu Navigation/Español Translation	3
Controller Select Screen	3
In-Game Controls	5
WELCOME TO THE WORLD OF SOCCER!	10
MATCH SELECT	11
OPTIONS	12
A FRIENDLY MATCH	14
Stadium Select	14
Team Select	14
Through The Tunnel	15
The Pre-Game Menu	15
ON THE PITCH	17
Infringements	17
Half Time	18
End of Game	18
The Pause Menu	18
LEAGUE PLAY	19
Team Select	19
League Standings	19
League Schedule	19
TOURNAMENT PLAY	20
PLAYOFFS	20
Playoff Tree	20
TRANSFERS	21
SAVING AND RESTORING GAMES	21
CREDITS	21

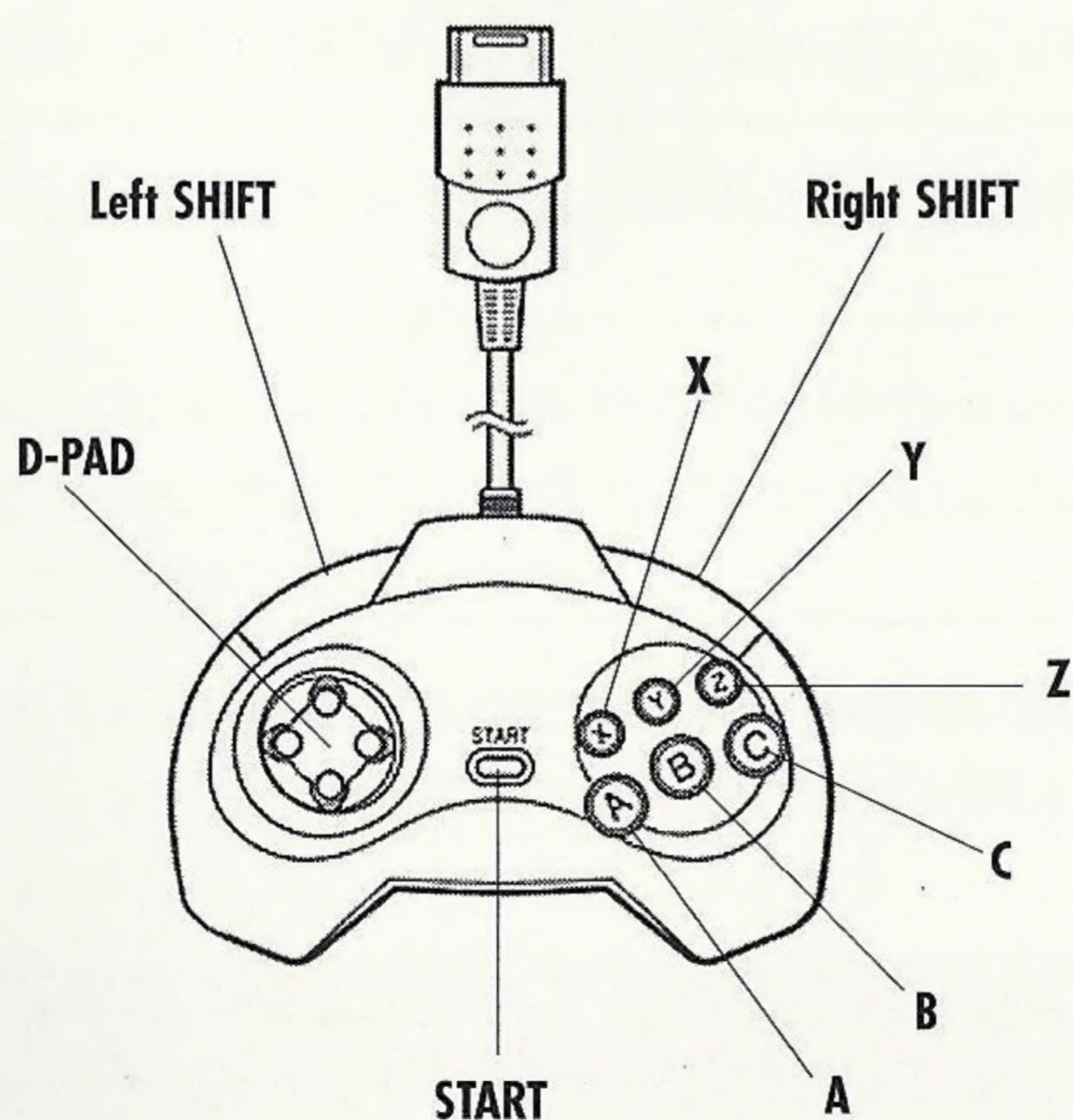
For more information about this and other titles, visit EA SPORTS™
on the web at www.easports.com.

Starting the Game



1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control Port 1 on the Sega Saturn system.
3. Open the disc tray and place the *FIFA SOCCER 97* disc inside.
4. Press **START** to advance to the Match Select screen.

Control Summary/ Sumario de Controles



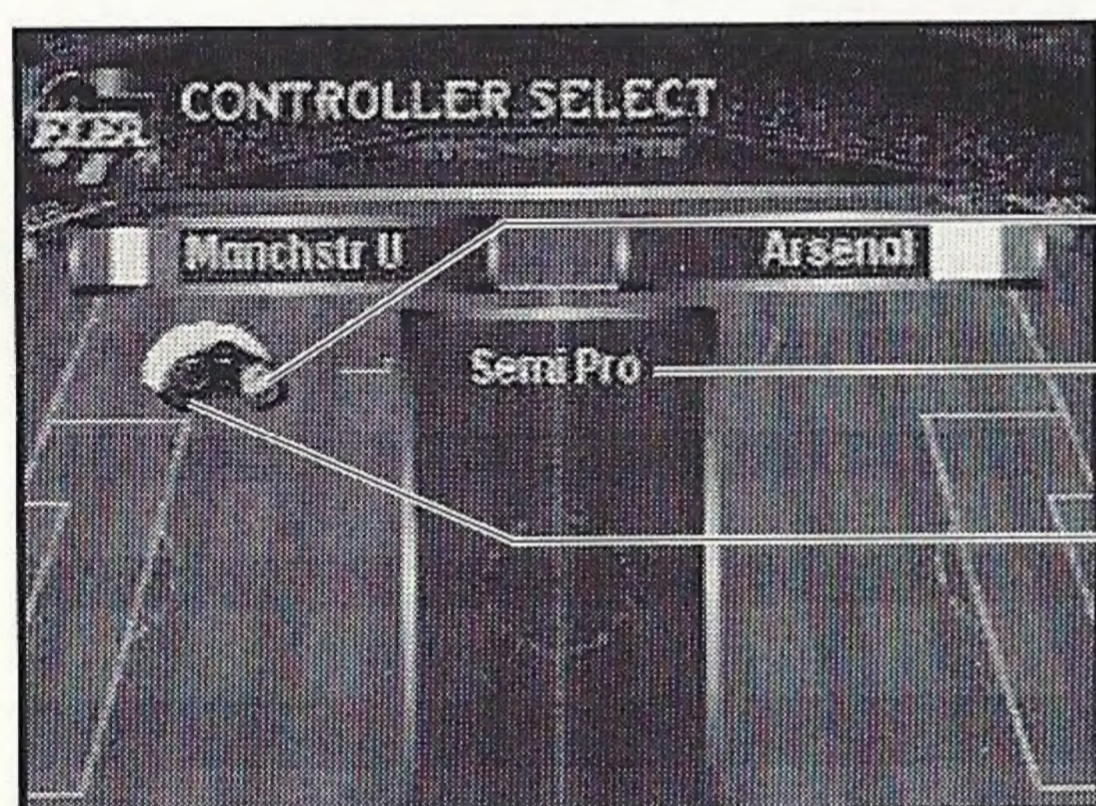


MENU NAVIGATION / NAVEGACIÓN POR LOS MENÚS



Action		Acción
Highlight options	D - Pad	Resaltar opciones
Confirm selection and continue to next screen	C	Confirmar selección y continuar a la siguiente pantalla
Special select in Friendly, Transfers, and Starting Lineup/Substitution screens	B	Selección especial en las pantallas Friendly, Transfers y Starting Lineup/Substitutos
Cancel selection and return to previous screen before a game	Z	Cancelar selección y volver a la pantalla anterior, antes de un juego
Display Pause menu during a game	START	Mostrar menú Pausa (en juego)

CONTROLLER SELECT SCREEN / SELECCIÓN DE CONTROLADORES



Control Set Button (X)

Skill Level

Control Pad Icon

From the Controller Select screen, decide who controls which team, select a skill level, determine whether a team is controlled by one player or multiple players, and choose Simple or Complex control settings.

The Control Pad Icons

A symbol for every Control Pad plugged into the system appears on this screen. Up to eight players may play if two 6-player Multi-player adapters are attached.

- D - Pad ↔ to move your Control Pad icon beneath a team. If an icon remains in the center of the screen, that Control Pad is inactive; if no Control Pad icons are assigned to a team, the computer controls that team during the game.

NOTE: A Control Pad can be reassigned during a game from the Pause menu or the Pre-game menu.

Skill Levels

PRO gives you total ball control and passing freedom. If you're a newcomer to *FIFA Soccer 97*, start at BEGINNER level; the computer assists in ball control and play is more forgiving.

- D - Pad \updownarrow to cycle between BEGINNER, **SEMIPRO**, and PRO skill levels.

NOTE: If you are playing against a computer-controlled team, the computer starts and maintains four levels of difficulty. As your skill grows, the computer matches your ability level—this makes each match a true competition.

Control Sets

FIFA Soccer 97 features two Control Set options: SIMPLE and **COMPLEX**. The Simple Control set lets you perform the basic football moves and is limited to the **A**, **B**, and **C** buttons (as well as the D - Pad). The Complex Control set lets you execute advanced skills. All the Control Pad buttons become active and available for additional moves.

- To choose a Control set, D - Pad to move the Control Pad icon under a team flag and press **X** to toggle between **COMPLEX** and SIMPLE. (Complex is distinguished by having all buttons highlighted yellow.)
- Press **C** to confirm your selections and continue to the match!

En la pantalla Controller Select (selección de controladores) podrá decidir quién controla qué equipo, seleccionar nivel, determinar si un equipo es controlado por uno o varios jugadores y seleccionar jugar con controles sencillos o complejos.

Los Iconos del Controlador

En pantalla aparecerá un símbolo por cada uno de los controladores conectados al sistema. Pueden jugar hasta ocho jugadores si se han conectados dos Multi Taps.

- D - Pad \leftrightarrow para mover su icono de controlador debajo de un equipo. Un icono de controlador en el centro de la pantalla significa que el controlador está inactivo; si esto ocurre, el ordenador controlará al equipo durante el juego.

NOTA: Es posible reasignar un controlador a lo largo del juego desde el menú Pausa o el menú Pre-Juego.

Niveles De Habilidad

PRO le ofrece control absoluto del balón y libertad completa para el pase. Si no ha jugado usted antes con *FIFA Soccer 97*, empiece en el nivel BEGINNER (principiante); el ordenador le asistirá en el control del balón y el juego es más sencillo.

- D - Pad \updownarrow para alternar entre los niveles de habilidad BEGINNER, **SEMIPRO**, y PRO.

NOTA: Si está jugando contra un equipo controlador por el ordenador, el ordenador empieza en el primero de cuatro niveles de dificultad. Según vaya aumentando su nivel de habilidad con el juego, el ordenador intentará ponerse a su nivel - esto hace que cada partido sea un verdadero reto.

Juegos De Controles

FIFA Soccer 97 le ofrece dos juegos de controles: **SIMPLE** y **COMPLEX**. El control Simple (simple) le permite realizar los movimientos más sencillos del fútbol, y está limitado a los botones **A**, **B** y **C**, así como el D - Pad. El control Complex (complejo) le permite realizar movimientos avanzados activando todos los botones del controlador para conseguir movimientos adicionales.

- Para seleccionar un juego de controles, use el D-Pad para mover el icono de control debajo de la bandera de un equipo y después pulse para cambiar entre **COMPLEX** y **SIMPLE**. (Complex se distingue por que muestra todos los botones resaltados en amarillo.)
- Pulse **C** para confirmar sus opciones y pasar al partido.



IN-GAME CONTROLS / CONTROLES EN JUEGO



In Play: In Possession of Ball / En Juego: Con Balon

Action		Acción
Run	D - Pad	Correr
Pass	B + D - Pad	Pasar
Shot on net/clear	C + D - Pad (aftertouch = D - Pad ↔)	Tirar a la red/despejar
Lob	A + D - Pad	Globo
Rainbow kick	A + B (or Z in Complex)	Bicicleta
Sprint dribble (Complex only)	X (Tap repeatedly)	Finta al sprint (Habilidad Complex)

- Lobs, kicks, and passes can be made stronger or softer by pressing the button for a longer or shorter time.
- Es posible aumentar o reducir la potencia de globos, disparos o pases manteniendo pulsado el botón durante más o menos tiempo.



**In Play: Just After Passing (Complex Only)/
En Juego Tras Un Pase (Habilidad Complex)**



Action		Acción
Enter Passback mode (keep control of current player, not the player with the ball)	Y	<i>Entre modo Devolución (mantener control sobre el jugador actual, no el jugador con el balón)</i>
Switch to human-controlled player closest to pass destination	X	<i>Cambiar al jugador humano más cercano al destino del pase.</i>
One-timer	C	<i>Pase corto</i>
Sprint (Complex only)	X (Tap)	<i>Sprint (Habilidad Complex)</i>
Enter/Exit Passback mode (Complex only)	Y	<i>Activar/Desactivar modo Devolución (Habilidad Complex)</i>



**In Play: Ball In The Air/
En Juego: Balón En El Aire**



Action		Acción
Switch to computer-controlled player closest to ball	B	<i>Cambiar al jugador controlado por el ordenador más cercano al balón</i>
Jump for header, volley, bicycle kick, or one-timer (depends on timing of jump and height of ball)	A or C	<i>Saltar para rematar, volea, bicicleta o pase corto (depende del tiempo para el salto y la altura del balón)</i>
Aftertouch curve	D - Pad ↔ (relative to the ball's left and right)	<i>Curva tras disparar</i>
Sprint (Complex only)	X (Tap)	<i>Sprint (Habilidad Complex)</i>
Enter/Exit Passback mode (Complex only)	Y	<i>Activar/Desactivar modo Devolución (Habilidad Complex)</i>



In Play: In Passback Mode (Complex Only)/
En Juego: En Modo Devolución (Habilidad Complex)



Use Passback mode to maintain control of a player after he has released the ball and still be able to determine what the receiver will do with the ball.

Utilice el modo Devolución para mantener el control direccional de un jugador una vez que éste se haya desprendido del balón, para así poder determinar qué es lo que va a hacer el que recibe el balón.

Action
Acción

Exit Passback mode (gain full control of player with the ball) (after the receiver gets the ball)

Y

Desactivar modo Devolución (recuperar control del jugador con el balón)

Call for a return lob (once the receiver has the ball)

A

Pedir el balón en forma de pase alto (una vez que el receptor tenga el balón en su poder)

Call for a return pass (once the receiver has the ball)

B

Pedir el balón en forma de pase (una vez que el receptor tenga el balón en su poder)

Make Passback player take a shot at the net or clear the ball

C

Hacer que el jugador en modo devolución realice un disparo a la red o despeje el balón.



In Play: No Possession/
En Juego: Sin Balón


Action
Acción

Tackle

A

Entrada

Hard tackle

B + C (or Z)

Entrada dura

Slide tackle

C

Entrada sesgada

Switch to computer-controlled player closest to ball

B

Cambiar al jugador controlado por el ordenador más cercano al balón.

Sprint

X
(Tap repeatedly)

Sprint (Habilidad Complex)



**Ball Out Of Play: Corner Kick, Throw-In, Free-Kick
(Complex Only)/ Balón Fuera de Juego: Saque de Corner,
Saque de Banda, Saque de Falta (Habilidad Complex)**



Action		Acción
Cycle between Set play, Passback, Target, and Normal modes	Y	<i>Alternar entre los modos Ajustar jugada, Devolución, Destino y Normal</i>



**Ball Out of Play: Normal Mode/
Balón Fuera de Juego: Modo Normal**



Action		Acción
Lob	A + D - Pad	<i>Globo</i>
Pass	B + D - Pad	<i>Pase</i>
Shoot/Throw at opponent's net or clear ball	C (aftertouch = D - Pad ↔)	<i>Disparar/Chutar a la red del oponente o despejar el balón</i>



**Ball Out of Play: Passback Mode (Complex Mode)/
Balón Fuera de Juego: Modo Devolución (Habilidad Complex)**



Action		Acción
Lob to Passback player Devolución	A	<i>Globo al jugador en modo Devolución</i>
Switch from player to player on the pitch	B	<i>Cambiar de jugador sobre el campo</i>
Shoot/Throw at opponent's net or clear ball	C (aftertouch = D - Pad ↔)	<i>Disparar/Lanzar el balón a la red del oponente o despejar el balón</i>



**Ball Out of Play: Set Play Mode (Complex Mode)/
Balón Fuera de Juego: Modo Ajustar Jugada (Habilidad Complex)**



Action		Acción
Select Set play	D - Pad ↔	<i>Seleccionar jugada</i>
Hide Set play selection	X	<i>Ocultar selección de jugada</i>
Execute Set play	A or B	<i>Ejecutar jugada</i>
Shoot/Throw at opponent's net or clear ball	C (aftertouch = D - Pad ↔)	<i>Disparar/Lanzar el balón a la red del oponente o despejar el balón</i>



Ball Out of Play: Target Mode (Complex Mode)/ Balón Fuera de Juego (Habilidad Complex)



Action		Acción
Move target	D - Pad	Desplazar destinatario
Lob to target	A	Globo al destinatario
Low throw/pass to target	B	Lanzamiento bajo/ pase al destinatario
Shoot/Throw at opponent's net or clear ball	C (aftertouch = D - Pad ↔)	Disparar/Lanzar el balón a la red del oponente o despejar el balón



Ball Out of Play: Goalie Drop/Goal Kick/ Balón Fuera de Juego: Pase al Portero/Disparo a Gol



Action		Acción
Cycle between Passback, Target, and Normal modes	Y	Alternar entre los modos Devolución, Destino y Normal (Habilidad Complex)
Short kick to nearest teammate or target	B	Disparo corto al compañero más cercano o destinatario del balón
Lob ball to target (goalie drop kick = throw the ball)	A	Globo al destinatario (pasar balón al portero = lanzamiento del balón)
Clear ball	C (aftertouch = D - Pad ↔)	Despejar el balón



Goalie Saving Shot in Penalty Kick/ Shootout: Portero en Disparo de Penalti/Faltas



Action		Acción
Move keeper	A, B, or C + D - Pad	Mover portero

- To stop a shot directly at the goalie, press **A, B, or C** without pressing the D - Pad.
- Para parar un disparo directo al portero, pulse **A, B, o C** sin tocar el D - Pad.

Welcome to the World of Soccer!

Welcome to *FIFA Soccer 97*! Congratulations on purchasing the only soccer video game that captures the true essence of the world's greatest sport. *FIFA Soccer 97* has all the players from twelve international leagues, authentic crowd chants, an exciting new indoor soccer mode, and multi-lingual text to reflect soccer's diverse fan base. Get ready to kick off a whole new season of world-class soccer competition! Play an arcade game for fun or try a simulation match to experience the reality of the game. If you think you're ready to play right away, look over the command summary then go straight to a Friendly match. Or, take a little time to study the manual and find out more about strategy, formations, infringements, and how to change your starting line-up.

Key Features:

- Motion capture technology brings players to life.
- Fully rendered 3-D players created with Motion Blending technology.
- Indoor and outdoor game modes.
- Three modes of play: Arcade, Simulation, and Action.
- Three skill levels that challenge all players: Beginner, SemiPro, and Pro.
- Updated statistics with over 4,200 players from over 12 international leagues.
- Full play-by-play commentary with 3 world renowned announcers.
- Completely updated artificial intelligence.

¡Bienvenido al Mundo del Fútbol!

¡Bienvenido a FIFA Soccer 97! Enhorabuena por haber comprado el único videojuego que captura y muestra la verdadera esencia del deporte más espectacular del mundo. FIFA Soccer 97 ofrece todos los jugadores de doce ligas internacionales, cánticos auténticos de la hinchada, un apasionante modo de juego en pista cubierta, y texto multilinguaje que refleja la diversa base de aficionados al fútbol. Prepárese para una nueva temporada de competición de fútbol a nivel mundial. Juegue un partido arcade para divertirse o pruebe el modo simulación para experimentar la realidad del juego. Si cree que está preparado para jugar ya mismo, consulte el sumario de comandos y seleccione un Friendly match (partido amistoso). O tómese un poco de tiempo para leer el manual y conocer algo más de estrategia, formaciones, faltas o cómo crear su alineación inicial.

Características Clave:

- Tecnología motion capture que muestra jugadores casi reales.
- Jugadores completamente renderizados en 3-D creados con tecnología Motion Blending.
- Modos de juego en pista cubierta y descubierta.
- Tres modos de juego: Arcade, Simulation, y Action.
- Tres niveles de dificultad: Beginner, SemiPro, y Pro.

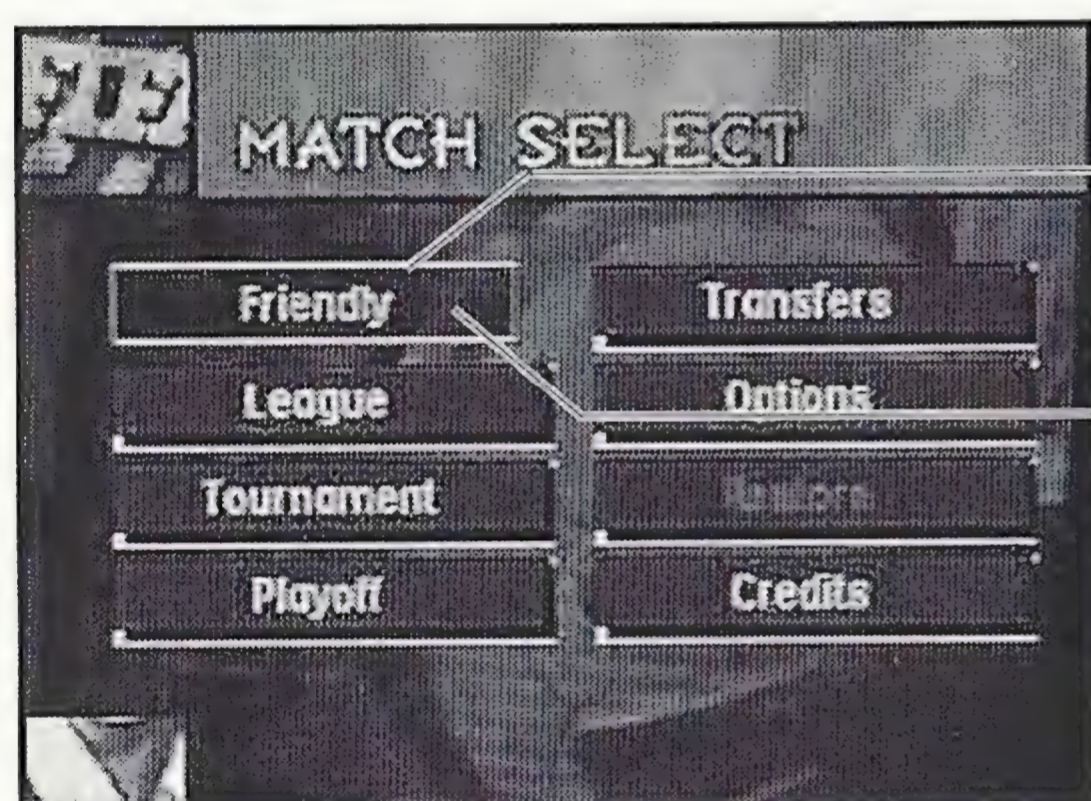
- Estadísticas actualizadas con más de 4,200 jugadores de más de 12 ligas internacionales.
- Comentarios en juego con 3 comentaristas de renombre mundial.
- Inteligencia artificial completamente actualizada.

Siga las instrucciones que a continuación se detallan para mostrar textos de pantalla en español en FIFA Soccer 97.

1. Seleccione **OPTIONS** en la pantalla **Match Select**. Aparecerá la pantalla **Options**.
2. Resalte **LANGUAGE** y cambie las opciones hasta que aparezca **ESPAÑOL**. Todo el texto de la pantalla estará en español a partir de ahora.

Match Select

From the Match Select screen, select a game mode, access the Options menu, view the credits, load a saved game, or create a custom team.



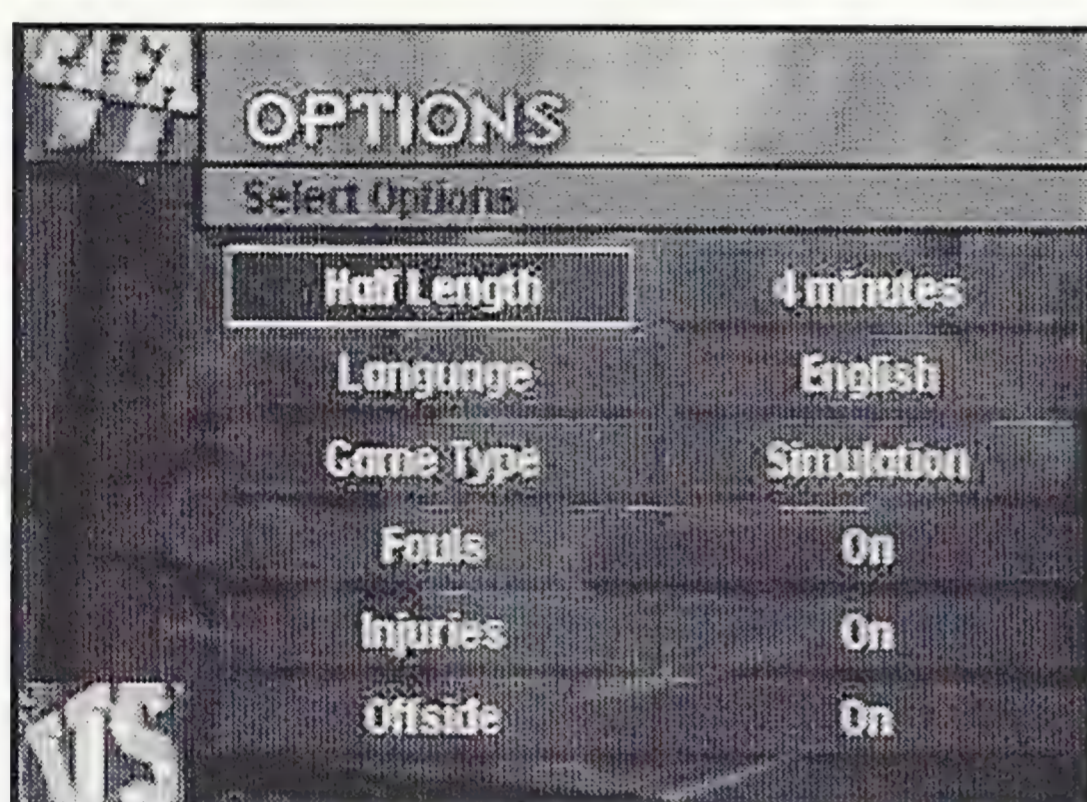
To highlight an option,
D - Pad ↑ ↓ ← →

To select the highlighted
option, press C/START.

- Friendly** A single match between two teams of your choice. Select from over 250 clubs, or create a custom club and take it out on the pitch. See *A Friendly Match* on p. 14.
- League** With 11 official regional leagues and an all-encompassing international league, you'll circle the globe in your quest for glory. Take up to 8 teams through an entire league schedule. See *League Play* on p. 19.
- Tournament** Select 1–8 teams to play in a league Tournament, then take your champions on to a Playoff series. Play a regional or international tournament. See *Tournament Play* on p. 20.
- Playoff** Begin playing at the pinnacle of FIFA Soccer 97 competition. Create a Playoff tree with up to 16 teams, then take your favorite on a race for the championship. See *Playoffs* on p. 20.
- Transfers** Trade players from one league to another to create a world-dominating dream team. See *Transfers* on p. 21.

- Options** Go to the Options menu to set Half Length, Language, Game Type, Pitch Condition, and more. See *Options* below.
- Restore** Select to return to a saved game from a Sega Saturn Back Up RAM Cartridge. See *Saving and Restoring Games* on p. 21.
- Credits** Select this option to see who put together this great game.

Options



- To highlight an option, D - Pad \updownarrow .
- To cycle game options, D - Pad \leftrightarrow .
- Press **C** to accept your selections and return to the Match Select screen.
- To return to the Match Select screen without accepting any changes, press **Z**.

NOTE: These controls are used in most menus in *FIFA Soccer 97*, so learn 'em here and use them everywhere.

NOTE: Default options are listed **in bold** in this manual.

HALF LENGTH (In minutes) 2, **4**, 6, 8, 10, 20, or 45. This option can be changed only before competition begins.

LANGUAGE Six on-screen languages are available: **ENGLISH**, DEUTSCH, FRANÇAIS, ESPAÑOL, ITALIANA, and SVENSKA.

GAME TYPE **SIMULATION:** As close as you can get to the real thing, player and team performance reflect skill ratings; players fatigue as the game progresses, and substitutions are limited to three per game.

ACTION: Crank up the game! With this setting, gameplay speed increases, there are no restrictions on substitutions, and player attributes are exaggerated.

ARCADE: All players and teams perform at equivalent skill levels. Exaggerated ball physics. Fastest gameplay. Players never fatigue.

- FOULS** To keep the action moving, choose OFF and the referee doesn't call fouls. Select **ON**, and a vicious tackle or push could result in the ref reaching for a yellow or red card. NO BOOKINGS means the ref calls fouls, but won't book players. (See *Bookings* on p. 17.)
- INJURIES** Toggle **ON**/OFF. With this option ON, all players are susceptible to injury.
- OFFSIDE** Toggle **ON**/OFF. The off-side rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. When a player is caught offside, the referee signals a free kick.
- NOTE:** When the Offside option is ON, the ref awards a free kick for all offside violations, even if the Fouls option is OFF.
- AUTO REPLAY** Toggle auto replay of scoring drives **ON**/OFF.
- TIME DISPLAY** Toggle in-game clock overlay **ON**/OFF.
- SCORE DISPLAY** Toggle in-game score overlay **ON**/OFF.
- PLAYER NUMBERS** Toggle the players' numbers on the field **ON**/OFF.
- PITCH SIZE** **AUTOMATIC**, SMALL, MEDIUM, LARGE. Only available in Friendly mode. Change the size of the pitch and practice different strategies for each size. In any mode but Friendly, the computer selects the stadium and pitch size of the home team. Only available from the Match Select screen.
- PITCH CONDITION** Pitch Condition is a reflection of the weather: **RANDOM**, DRENCHED, DAMP, DRY, or HOT. The wetter the turf, the more sluggish the ball movement. On drier turf, the ball rolls more quickly and bounces higher.
- CLOCK** **CONTINUOUS** or OUT OF PLAY. Continuous keeps the clock ticking, even when the ball is out of play. To prevent players from intentionally running out the clock, the ref reserves the right to add time at the end of a match for time wasted during free kicks and throw-ins. The clock stops completely when the ball is Out of Play. Only available before the competition begins.
- NOTE:** The clock starts after the kick off.
- MUSIC** Toggle the music in the game **ON**/OFF.
- MUSIC VOLUME** Adjust the volume with the percentage scale.
- SFX** Toggle the sound of the ball caroming around the pitch **ON**/OFF.
- SFX VOLUME** Adjust the special effects volume with this percentage scale.
- PLAY BY PLAY** Toggle the play-by-play commentary during the game **ON**/OFF.
- SPEECH VOLUME** Adjust the volume of the commentator's speech with this percentage scale.

A Friendly Match

If you're interested in a single match between two teams, select FRIENDLY from the Match Select screen. The Stadium Select screen appears. This screen always appears, no matter what game mode you select.

STADIUM SELECT

Select a standard OUTDOOR game or the fast-paced INDOOR.

- To toggle between **OUTDOOR** and INDOOR stadiums, D - Pad \leftrightarrow .

Indoor football is played in indoor stadiums, with Plexiglass topped boards taking the place of touch-lines around the pitch.

NOTE: The indoor mode within *FIFA Soccer 97* does not correspond with the FIFA Futsal rules and regulations.

- To accept your selection, press **C**. The Team Select screen appears.

TEAM SELECT



To move the highlighted box, press B.

When the league/team you want to change is highlighted, D - Pad \updownarrow to move the highlight between league and team; D - Pad \leftrightarrow to cycle through the different leagues and teams available.

EA Custom Teams

In Friendly matches, use these custom-made teams or create your own *FIFA Soccer 97* powerhouse team using any player in the game. When using a Custom team, you'll be taken to the Custom Team screen to make pre-match changes. Controls for this screen are the same as those used in Transfers (see p. 21).

- When you have selected the two teams you want, press **C** to continue to the team Scouting report.

The game loads and the Scouting report appears. This screen displays each team's skill rating in Shooting, Running, Passing, Defence, and Overall.

THROUGH THE TUNNEL

With teams chosen, the game loads and the Scouting report appears. This screen displays each team's skill rating in Shooting, Running, Passing, Defence, and Overall. Study these skills, then choose sides at the Controller Select screen. (See *Controller Select Screen* on pg. 3.)

THE PRE-GAME MENU

The Pre-game menu appears before every match. Use this menu to select last minute game options and get your team ready to play.

- To go straight to the field and play with default settings, press **C/START**.

Start Game Leave the Pre-game menu and line up on the pitch.

Camera Cycle between the following views: **TELE**, SIDELINE, CABLE, GOAL, STADIUM, SHOULDER, BALL, and TOWER.

Controller Select Change the skill level, control set options, or the team that you control. (See *Controller Select Screen* on p. 3.)

Team Management Select this option to configure your team to fit your style of play. There are four sub-categories you can adjust to increase your chance of success on the field: FORMATION, STRATEGY, STARTING LINEUP, and ADJUST POSITION.

- D - Pad to highlight the Team Management option you want to change, and press **C** to select it or to cycle through the available choices. Press **START** to return to the Pre-game menu.

FORMATION: Your formation should cater to a combination of your team's strengths and weaknesses and your personal approach to the game. The lowest rated team in the League can surprise a powerhouse with an experienced skipper at the helm. The numbers denote Defenders—Midfielders—Forwards.

4-4-2: Clearly a defensive formation. With two forwards, you can expect low scoring games for both squads. But if your forwards are expert at finding the back of the net, two may be all you need.

Sweeper: Two defenders may seem a bit of a risk, but when one is a Sweeper, the odds improve significantly. The Sweeper moves from side to side in the backfield, anticipating the play and striking wherever needed.

4-2-4: One of the more well-balanced formations. The key to the 4-2-4 is having two tremendous athletes stationed at midfield. Your midfielders run the transition game—passing the ball upfield and hustling back on defence.

4-3-3: A good compliment to the DEFEND strategy. If your midfielders and forwards play

together as a unit, the battle for control of the passing lanes will be yours. A strong force in front of the goal secures the victory.

4-5-1: Conservative in appearance, this formation lends itself to shutting down penetration from the opposition, and gives the support needed to sustain a successful push.

3-5-2: This versatile formation suits ALL OUT ATTACK and ALL OUT DEFEND equally well. Five midfielders can quickly shift direction, creating a seven player rush one moment and an eight player retreat the next.

STRATEGY: It is unwise to blindly develop a Team Strategy. You should first ask yourself some important questions: How does your team compare with your opponent Defensively? Do your players possess the Ball Control and Accuracy to score goals at will? What is your preferred style of play?

Normal: Your team adopts a reactive strategy and adjusts to whatever your opponent throws your way.

Defend: Focus on controlling the midfield arena. Your opponent depends on clear passing routes in this area of the pitch; swarming defence cuts off passing options and causes turnovers, stopping offensive plays before they develop.

All Out Defend: When your players find themselves on defence, rather than challenging the ball handler, they retreat deep into their own half of the field. If an attacker breaks into the penalty area, you've got the numbers to overwhelm him.

Attack: Dominate your opponents on their own side of the turf. If you can initiate your plays from beyond the midfield line, you've already won half the battle. Keep the ball moving until you spot a clear scoring opportunity.

All Out Attack: When you gain possession of the ball, your players rush toward the opponent's goal to set up for a quick scoring chance. Turnovers are extremely risky with this strategy as your own net remains virtually defenseless.

STARTING LINE UP: Teams begin each match with ten players and a goalie positioned on the pitch. The remaining athletes on the roster are reserves. You can use reserve players to substitute for fatigued players or to replace injured and suspended teammates.

TO CHANGE YOUR STARTING LINEUP:

1. D - Pad \updownarrow to highlight the first of the two players you want to have swap positions (D - Pad \leftrightarrow to see each player's skill ratings).
2. Press **B** to select that player, then highlight the second player and press **B** to make the switch.
3. Continue the process until you are satisfied with your lineup, then press **C** to exit the Starting Lineup screen.

- You can further change your lineup by swapping positions between two starting players, giving your team a different look and feel on the pitch.
- Forwards, midfielders, and defenders are not restricted by their natural positions; however, keepers must play in the net.

ADJUST POSITION: This game is so precise, you can even make minor adjustments to the field position of your players.

TO ADJUST PLAYERS' POSITIONS:

1. Press **Left/Right Shift** to cycle through the members of the team; use the D - Pad to adjust the player's position.
2. Continue the process until you are satisfied with each player's position, then press **C** to close the overlay.

On The Pitch

Before each half and after each score, players take up their positions on either side of the center circle.

- To kick off, press **B** to kick to your teammate. Defending players are not allowed into the center circle until the ball has been kicked off. For complete control instructions, please consult the Control Summary at the beginning of this manual.

INFRINGEMENTS

Penalties assessed for infringements keep the game friendly and fair.

Free Kicks Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball, and off-side. When you win a free kick, the ball is placed where the infringement took place.

NOTE: Opposition players must remain ten yards from the ball until the kick is taken.

Penalties Awarded when an infraction worthy of a free kick occurs in the penalty area. The ball is placed on the penalty spot, and your keeper and the penalty taker are the only players allowed into the penalty area. You must control the keeper's save attempt.

NOTE: When more than one player per team is human-controlled, the player who was fouled gets to take the penalty kick.

Bookings If the referee considers a foul to be particularly vicious, he is likely to show the guilty player a yellow card. Play stops while the ref takes the player's name. When repeat offenders receive a red card, play stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub; so after a team's first ejection, that team is down to ten players on the field.

NOTE: For Bookings to occur, Fouls must be ON in the Options menu. (See Options on p. 12).

HALF TIME

When the referee signals the end of the first half, both teams leave the field, the scoreboard appears, followed by several half time options. You can check the game Summaries, view an Instant Replay of the last play, Resume Game, or Quit and return to the Match Select screen.

END OF GAME

At the end of a Friendly game, the scoreboard appears, followed by several post-game options. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Match Select screen.

THE PAUSE MENU

When the game is paused, several options become available.

- To pause the game, press START. The game is paused and the Pause menu appears.
- Select RESUME GAME to return to the fray.
- Select QUIT to exit the game and return to the Match Select screen.

As well as the standard options, the following are also available.

Instant Replay

Want to re-live a classic moment? Select INSTANT REPLAY from the Pause menu immediately following the play. A portion of the game is rewound, and a controller icon appears on the screen, displaying Instant Replay controls.

Instant Replay Controls:

Pause/Frame-by-frame play—**A**

Play—**B**

Fast Forward—**C**

Camera Select—Press **Y** to toggle between camera views.

Free Cam Controls:

Free Cam zoom in—**Z** + D - Pad ↑.

Free Cam zoom out—**Z** + D - Pad ↓.

Free Cam raise camera—D - Pad ↑.

Free Cam lower camera—D - Pad ↓.

Free Cam rotate camera—D - Pad ↔.

Match Statistics

The Match Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.

Score Summary

The Scoring screen displays the goals scored, the players who scored them, the team for which they scored, and the exact time each goal was made. D - Pad ↑ to scroll through the Score Summary.

Foul Summary The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team and the time the offence took place. D - Pad \updownarrow to scroll through the Foul Summary.

Restart Game Start the match over with the same two teams.

League Play

Each league team plays every other league team twice to determine a league champion. Selecting LEAGUE from the Match Select screen brings up the Stadium Select screen (p. xxx.) After selecting a stadium, select a league.

- To select a league, D - Pad $\updownarrow \leftrightarrow$ to cycle through league choices and press **C**.

TEAM SELECT

Once you've selected a league, the Team Select screen appears. Select up to 8 teams to follow and play with during the league season.

- To select a team from your list, D - Pad \leftrightarrow to scroll teams. Press **B** to add a team to your list.
- To delete a team from your list, press **A**.

When you have chosen all the teams you want, press **C** to go to the League Standings screen.

LEAGUE STANDINGS

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-draw record and total points. The highlight indicates the teams you've selected. Press **C** to go to the League Schedule screen.

LEAGUE SCHEDULE

The League Schedule screen lists all the games to be played during the season. Each selected team's schedule can be seen, as well as the results of games already played. The next game to be played remains constant, even when a different schedule is played.

- To toggle through the selected teams' schedules, D - Pad $\updownarrow \leftrightarrow$.
- To give yourself a break from the grueling action, press **B** to simulate a game. Press **B** again to simulate the game score as well as the stats.
- To return to the Standings screen without losing changes, press **Left Shift**.

You can also modify the league as the season progresses by making transfers.

- To access the Transfers screen, press **A** (p. 21).

After the League Schedule screen, the Scouting Report and the Controller Select screens appear. Follow the same procedure as when playing a Friendly match (p. 14).

Tournament Play

In Tournaments, teams are organized into groups. Each team plays every other team in their group once. The top two teams advance to the playoff portion of the tournament. The computer will also advance the top four third-place teams in a 24-team tournament (i.e., International Tournament). When you select TOURNAMENT from the Match Select screen, you access the same screens as you do in League play (p. 19).

Playoffs

League and Team Selections in Playoffs are made in the same manner as standard League and Team Selections. Playoff structures are identical to structures available in Tournament Play. However, in Playoffs the initial round of the tournament is bypassed.

PLAYOFF TREE

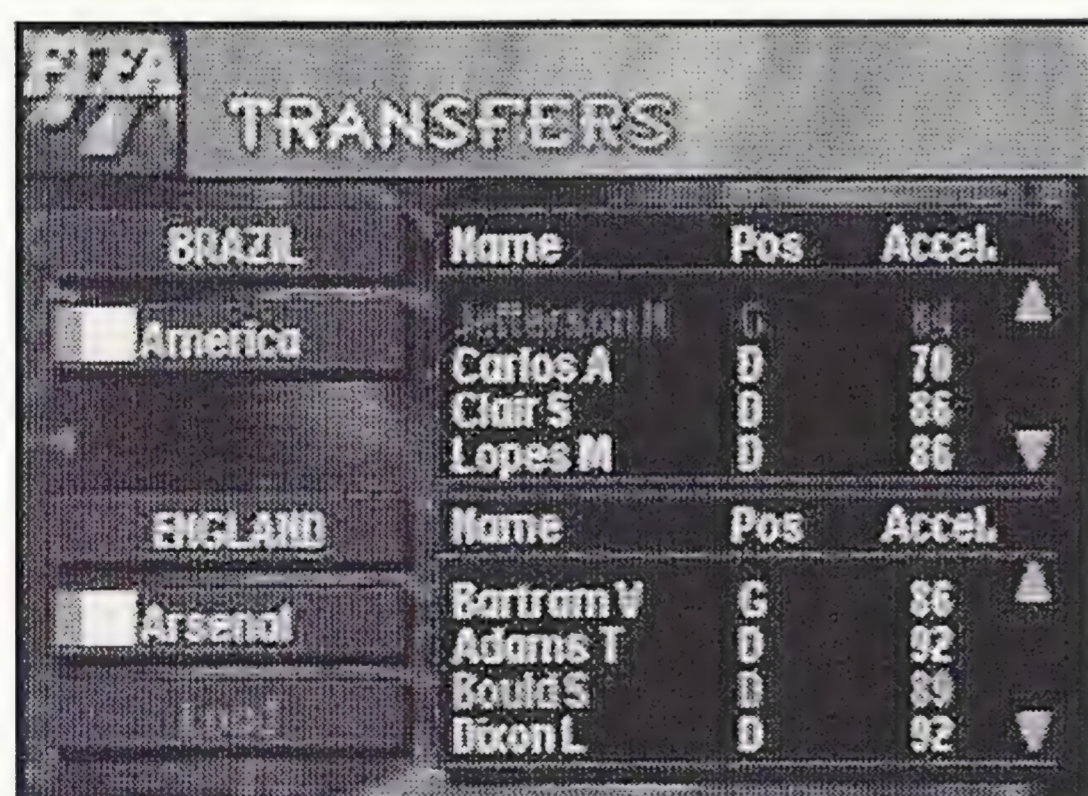
The Playoff Tree displays each team in a single elimination format and appears before the Scouting Report and Controller Select screens. Check which teams have advanced to the next round.

- From the Playoff Tree, D - Pad \leftrightarrow to scroll the entire screen and press **C** to go to the match.

Transfers

FIFA Soccer 97 contains all the players in the game on their clubs' rosters. Use the Transfers option to create custom leagues teams by trading players between any team, regardless of League. Save your changes to a Sega Saturn Back Up RAM Cartridge and load the new teams for use at will.

- When you choose TRANSFERS from the Match Select or League Schedule screens, the Transfers screen appears.



TO MAKE TRANSFERS:

Toggle control between top & bottom fields	A
Cycle leagues	Left/Right Shift
Cycle teams	X/Y
Cycle attributes	D - Pad \leftrightarrow
Cycle through players on a team	D - Pad \updownarrow

Make transfer	B
Activate Save option (If no changes have been made, pressing C takes you to the Match Select screen.)	C
Activate Load option	A + B
Toggle between Save/Load options	D - Pad \leftrightarrow
Select Save/Load option and go to the Save/Load menu (Pressing C the first time activates the option, and pressing C a second time selects the option)	C
Return to previous screen without saving changes (If changes were made, you will be asked if they can be lost.)	Z

TO SAVE TRANSFERS:

Cycle through save locations (more than 6 saved)	D - Pad \updownarrow
Cycle through letters and numbers	D - Pad \leftrightarrow
Add letter/number to save name	A
Remove letter/number from name	B
Save database with entered name	C
Cancel save	Z

Saving and Restoring Games

As play in League, Tournament, and Playoffs continues, you are given opportunities to save your series in progress. After you complete an entire game and before beginning a new game in a series, a Save Game screen appears. There are four save game slots.

To Save a Game:

1. **Left/Right Shift** to highlight a game slot and press **C** to save. Names for the saved games are assigned automatically.
 - D - Pad \leftrightarrow to switch between system memory and cartridge memory.
2. If that location already contains data, you are asked if you are sure you want to save there. Press **C** again during this message to overwrite the previous data and save the new information.
 - To continue the League, Tournament, or Playoff series without saving, press **A/Z** to continue to the next game.

Custom teams and Options set from the Match Select screen are saved automatically, *if* there is data file space available on the internal memory, or if a Sega Saturn Back Up RAM Cartridge is inserted properly.

To Restore a Saved Game:

1. Select RESTORE from the Match Select screen.
 - **Left/Right Shift** to switch between system memory and cartridge memory.
2. D - Pad \updownarrow to highlight a saved game slot and press **C**. The game begins where you last left off.
 - Saved custom teams are automatically available for selection in Friendly mode.
 - Saved databases can be accessed in a similar fashion through the Transfers screen.

Credits

An Extended Play Production

Conversion by Perfect Entertainment Ltd.

Producer: Colin Fudge

Lead Programmer: Manjit Ghataora

Senior Programmers: Chris Waterworth, Jon Forshaw

Additional Programming: Ross Goodley, Jason Brooke, Ray Tredoux, Dominic Jackson

Technical Art Director: Paul Mitchell

Artist: David Swan, Steve Packer

Audio Director: Rob Lord

Sound Conversion: Jeremy Trantor

QA Lead: Matt Stamps

QA Testing: Alastair Cornish, Sefton Hill

Thanks To: Tantalus Entertainment, Angela Sutherland, Gregg Barnett

EXTENDED PLAY

Executive Producer: Bruce McMillan

Producer: Marc Aubanel

Associate Producer: M. James Schulte

Assistant Producers: Kerry Whalen, Paul Smith, Nicholas Wlodyka

Director, Product Development: Warren Wall

Development Director: Dylan Miklashek

Game Engine: Kevin Pickell, Penny Lee, Brian Plank, Mark Gipson, Desmond Fernando, Ted Sylka, Wyatt Cheng

Original 32 bit Game: Electronic Arts Seattle

Library Conversion: James Fairweather

Art Director: David Adams

Franchise Lead Artist: Jackie Ritchie Franchise Art: Terry Chui, Laura Parr, Margaret Livesey, Tracey Dear

CG Supervisor: John Rix

Animators: Joe MacDonald, Craig Hui, Dianna Davies

Franchise Audio Lead: CT

Speech Coordinator: Robert Bailey

Audio Specialists: Omar Al-Khafaji, Frank Faugno

Music Composed By: Graeme Coleman

All Music Tracks Mixed By: Randy Staub

Videos Specialist: Tom Raycove

Sound Editing: Gotham City Recording, Craig Waddell

Motion Capture Technical Specialist: Demian Gordon

Motion Capture Specialists: David Coleman, Greg Ipp, Jake Sheridan, JJ Gonzales, Vincent Ng, Peter Saumur

UK Motion Capture: Rafael Colantonio, Gary Roberts, Mark Bergan, John Mathieu

QA Coordinator: Steve Livaja

QA Lead: Todd Wilson

QA Backups: Gio Corsi, Darcy Pajak

QA Testers: Jeff Hutchinson, Andy Teal, Mike McCartney, Lorne Wilson, Kyle Seller, Trevor Robinson, Ryan Savella, Eric Bertram, Matt Kernachan, Darren Loos, Jeremy Ferguson, Richard Lambert, Marcus Hoc, Michael Gievers, Sylvain Caburrosso, Nacho Hernandez, Mark Lawson, Benson Nair

Soccer Consultant: Carl Valentine

Translation Coordinator: Bianca Normann

Product Marketing: Paula Burt, Margaret Murray

Documentation Layout: Marco Garcia

Package Art Direction: Corey Higgins

Package Design: Oshiro Design

Package Photography: Chris Cole/Allsport USA

EASM QA Supervisor: Mike Edison

EASM QA: Jesse Abney, Steve Nix, Bobby Lew

Special Thanks: Pete Andrew, Andy Abramovici, Jay Weinland, Yggy King, Masahiko Yoshizawa, Louise Read, Bonnie Harvey, Tamara Pearl, Adrienne Travica, Frank Barchard, Andrew Brownsword, Dave Mercier, Jay MacDonald, Danny Novak, Adam Sliwinski, Masaru Tamura, Yanick Lebel, Howard Shaw, Dwayne Wudrich, Ian Hancock, Gaivan Chang, David Ginola, Mark D'Andrea, Patrick Weir, Mickey Ross, Paul Lewis, Graeme Wilson, Dominique Goy, Stefan Schulz, Julio Valladares, Sandra Picaper, Maria Ziino

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty, P.O. Box 7578, San Mateo, California 94403-7578

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com

If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. [If 900# is in manual: **No hints or codes are available from (415) 572-2787. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes. EA Tech Support Fax: (415) 286-5080**

Please include your fax number; all faxes will be answered by fax.

HOW TO REACH US ONLINE

CompuServe: Game Publishers A Forum (GO GAMAPUB)

Please include your e-mail address; all e-mail inquiries will be answered by e-mail.

Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only.

Official FIFA Licensed Product.

EA SPORTS, the EA SPORTS logo, "If it's in the game, it's in the game", Virtual Stadium, and Electronic Arts are trademarks or registered trademarks of Electronic Arts.

Software and documentation © 1997 by Electronic Arts. All rights reserved.

Certain videos are furnished by Watershed Pictures Television.

Certain videos are furnished by PolyGram Video International.

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1997 NBA Properties, Inc. All rights reserved.

National Hockey League, NHL, the NHL Shield, and the Stanley Cup name and logo are registered trademarks of the National Hockey League and are used under license by Electronic Arts.

Officially Licensed Product of the National Hockey League. All NHL logos and marks and team logos and marks herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. (©) 1997 NHL. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are trademarks of the NHLPA and are used under license by Electronic Arts. Officially Licensed Product of the National Hockey League Players' Association.

HP Pavilion is a trademark of Hewlett Packard company.

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Back-up and 6 Player are trademarks of Sega Enterprises, Ltd.

Software © 1997 Electronic Arts. All rights reserved. 1450 Fashion Island Blvd., San Mateo, CA 94404. Official FIFA licensed product. EA SPORTS and EA SPORTS logo, Virtual Stadium, MotionBlending are trademarks of and "If it's in the game, it's in the game" is a registered trademark of Electronic Arts. SGI is a trademark of Silicon Graphics. HP Pavilion is a trademark of Hewlett Packard Company.

This game is licensed for use with the Sega Saturn system only. Security Program © SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved. 774605